Gazelle Class
CLOSE ESCORT
15mm scale

CE-3455762-300000-500004-0  MCr.353.19  300 ton.
Credits for the
Gazelle Class CLOSE ESCORT

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Deck plans drawn in scale by S.R. Greene.

Universal Task Profile courtesy of Digest Group Publications.

Original deck plan from Supplement 7.
By Marc W. Miller, from a design by Frank Chadwick.

Information on the Gazelle is taken from Supplement 7, Traders
and Gunboats and Journal of the Travellers' Aid Society, issue No. 4.

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Gazelle Class
CLOSE ESCORT
CE-3455762-300000-500004-0 MCr.353.19 300-tons
Note: L-Hyd tanks add 100 tons of fuel and mass (CE-4444762) and cost MCr.11.

The Following data should be considered to be available in any library program within the Imperium, and available under the keywords - Gazelle Class Close Escort.

History of the Gazelle

Originally, the close escort was designed and produced by the Imperium for fleet operations. Naval tactics in the Imperial Navy call for large ships to be accompanied by well-armed small fighting craft, capable of engaging the enemy at long range, before they approach the principle ships in a task force convoy.

These small ships may be fighters carried by the larger ships, or they may be independent close escort vessels. The small fast close escort ships were committed as the flanking screens for cruisers or small fleet task forces. Their speed and size also made them ideal for naval courier and personnel transfer duties. Ultimately, they found their true niche. Many close escorts have been assigned to specific star systems or groups of systems for commerce protection.

To protect ships from the menace of pirate activity, stellar governments may call for flights in convoys with armed escorts, or they may establish routine patrols in troubled areas in hope of catching corsairs in the act. Therefore, the close escort is an ideal small ship for the protection of merchant traffic.

Close escorts may be encountered in nearly any star system including the amber and red coded zones, protecting local merchant traffic or in convoy with merchant ships or on naval operations in a task force with larger naval ships. Because of this duty, they may be expected to stop much of the local traffic for inspection of cargo and to determine the correctness of ship's papers.

Thousands of close escorts have been built in the past several centuries, and hundreds have been built in the Gazelle Class.

Close Escort (Type CE): The close escort is built using a 300-ton hull that is heavily armored with a partly streamlined configuration. It has fuel scoops and a purification plant, and can refuel by skimming gas giants.

The ship has eight staterooms, four for officers and four for double occupancy by crew members.

The standard bridge has a Model/6 computer installed and the ship has four hardpoints. Two of the hardpoints allow
five tons each, which allows the installation of particle accelerator barbette if wanted. The remaining two hardpoints sport triple laser turrets.

It is fitted with jump-5, maneuver-5, and power plant-7 drives, and fuel tankage for 81 tons of fuel. To this basic package is added, disposable 100-ton fuel tanks to provide the total fuel necessary for the drives. However, with these tanks installed, the ship tonnage is increased to 400 tons, which reduces the ships performance to 4-G, jump-4, and power plant-5. The tanks may be dropped to allow the higher performance, but the ship then becomes restricted by its lower fuel supply until the tanks are replaced.

A 20-ton gig, itself armed with a laser mount, is slung beneath the ship, with interlocking hatches supplied. The gig is capable of 6-G and is configured for two command positions and three passenger positions with acceleration couches, five emergency low births that can carry two people each, and three tons of cargo. This shuttle configuration may vary according to the ships mission.

The close escort, complete with gig, costs MCr355.99. The disposable fuel tanks cost MCr.11. The gig costs MCr.27.65 when bought separately.

**Interior Details:** The close escort is constructed on two levels with a half-level sandwiched between to carry the main fuel tankage. The upper level contains the bridge, officers' quarters, gally, sick bay, and maneuver and jump drives. The lower level contains crew quarters, cargo hold, and power plant.

The lower level is cushioned at the nose by fuel and avionics installations (1). Crew staterooms (3,4,5, and 6) are intended for double occupancy. A crew common room (7) is intended for recreation and crew meals. A reception passage (9) allows access to the ships gig, which is carried in brackets on the ventral surface. A hatch also leads up to the second level.

The upper deck level contains the bridge and forward avionics. Directly behind the bridge are the computer at (32) and the ship's locker (34). A lateral air lock for passengers' transfers is at location (33). Officers' cabins, intended for single occupancy are sited at (28, 29, 30, and 31); 28, the largest, is generally used for the captain. Behind a lateral bulkhead are the small gally and sick bay, both opening onto the ward room.

The aft part of the ship contains the drives. Centered in the ship is the jump drive and parts of the power plant, while the maneuver drives and the remainder of the power plant and fuel scoops are carried in lateral pods attached with bracing and personnel passages.

An important aspect of the ship is its interior layout; the ship was designed when mutinies were a major threat to security. Therefore, major bulkheads break up the ship into distinct areas, some for crew members, some for officers, and some common to both.

**Weaponry:** The ship mounts four weapons installations. A particle accelerator barbette is mounted ventrally forward in a chin mount, while another is placed dorsally in the midsection. Each
fires a beam of charged or neutral particles for radiation damage to targets. Port and starboard on the drive modules, the ship mounts two high power triple beam laser turrets, fired from within the turret by a trained gunner.

**L-Hyd Tanks:** The close escort carries a large fraction of its fuel in droppable tanks mounted longitudinally. With the tanks attached, the ship is capable of jump-4 and 4-G acceleration. When the tanks are dropped, the ship burns the fuel and can achieve jump-5. Once the tanks are dropped, they must be replaced at a starport or naval base; until they are replaced, the ship is capable of 5-G acceleration, but only jump-2 (resulting from lack of enough fuel capacity).

**Variants:** The only major variant of the close escort is the gunned escort, a streamlined version with few other noticeable changes. The ship looks similar to the scout/courier, with only parts of the basic hull outline bulging above the plane surfaces. The gig nests neatly beneath the ship. Lastly, the L-Hyd tanks are not droppable, restricting the ship to ordinary performance.

**Naming:** Most close escort ships of this type illustrated are of the Gazelle class. The first ship of the class was named the Gazelle, and those which follow carry names of fast herbivores, including Reindeer, Kudie (for Kudebeck's Gazelle), Kangaroo, Tommy, and Lunger.

Ships of the major variant type, the gunned escort, are of the Fiery class, named for energetic adjectives. Names include Fiery, Explosive, Active, and Bright.

### Specifics of the Gazelle

Gazelle class ships have five possible points of entry. Normal points are the air lock at location 33, the gig hatch in location 9, and the ceiling hatch next to location 32. Both the ceiling hatch and the gig hatch are crouch locks.

Unusual points of entry include the maintenance panels on the drive modules (locations 16 and 17), access panels on both the barbettes, and the sensor scanner domes on the nose of the ship (they must be dismounted or broken into) leading to location 36.

**Crouch Locks:** Small air locks with double hatches or doors mounted very close together. Ordinarily, such passages are used for mating ships, and for direct passage between them. They may be used for direct access to vacuum without evacuating an entire area.
The lower deck level is mainly crew quarters and cargo hold.

1. Avionics Section containing deep radar, communications equipment, scanners, and detectors.
2. Connecting corridor with flight and power consumption recorders.
3. Crew Stateroom for one gunner and one drive room personnel.
4. Crew Stateroom for one gunner and one drive room personnel.
5. Crew Stateroom for one gig pilot and one drive room personnel.
6. Crew Stateroom for two gunners, one of which is the chief gunner.
7. Common Room for crew members, generally used for off duty, or for training classes.
8. Cargo Hold for 12 tons. Interior includes shelving and storage bins, and is generally devoted to food and supply storage. The long narrow part contains a dumbwaiter to the galley above.
9. Passage. This area allows activity for gig docking and personnel transfer.
10. Jump Drive Room.
11. Port Drive Module with one power plant and one maneuver drive.
12. Starboard Drive Module, similar to location 11.
15. Ventral Barbette located forward, accessed from hatch at location 2.
16. Port Vent Maintenance Area to allow cleaning and
maintenance for the power plant discharge vents. Accessible from inside or from outside.
17. Starboard Vent Maintenance Area. Similar to location 16.

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**UPPER DECK LEVEL, (Deck-1)**

The upper deck level contains the bridge, officers quarters, the galley and the sick bay.

18. Corridor allowing access to and operation of the port drive module.
19. Corridor allowing operation of the starboard drive module.
20. Port fuel scoop.
22. Corridor allowing access to and operation of the jump drive.
23. Corridor allowing access to and operation of the jump drive.
24. Ward Room for meals and leisure.
26. Sick Bay.
27. Officer’s Lounge for the privacy of officers in their leisure time.
28. Command Pilot's Stateroom.
29. Navigator's Stateroom.
30. Chief Engineer's Stateroom.
31. Medic's Stateroom.
32. Model/3 Computer Room.
33. Air Lock.
34. Ship's Locker.
35. Bridge with acceleration couches for 2, command pilot, and navigator.
36. Forward Avionics Area.
37. Dorsal Barbette with access via the ceiling hatch in location (24).
THE GIG

The gig serves as a lifeboat for the ship, and has access to world surfaces.

38. Bridge with 3 acceleration couches for pilot, gunner, navigator.
39. Corridor within the gig.
40-44. Low Passage Berths. These berths can be used by conscious passengers, one per berth, or as low passage berths with two persons in each.
45. Air Lock. Note that the hatches open both up, into the ship, and down, for exit when on a surface.
46. Cargo area. 3-tons.
The Universal Task Profile—handling tasks in TRAVELLER

**ATTEMPTING A TASK DEFINED BY A UTP**

**DIFFICULTY:** Indicates the relative difficulty of the task (see table 1). From the difficulty level, determine the 2D roll needed to succeed.

**EXAMPLE:** The format example to the left specifies a ROUTINE task. Consulting table 1, we see that a roll of 7+ (including DMs) is needed to succeed.

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Roll Needed (2D)</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIMPLE</td>
<td>3+</td>
</tr>
<tr>
<td>ROUTINE</td>
<td>7+</td>
</tr>
<tr>
<td>DIFFICULT</td>
<td>11+</td>
</tr>
<tr>
<td>FORM/DABLE</td>
<td>15+</td>
</tr>
<tr>
<td>IMPOSSIBLE</td>
<td>19+</td>
</tr>
</tbody>
</table>

**DMs:** ADD DMs to the difficulty roll (DMs improve the likelihood of success). SUBTRACT DMs from the time roll (DMs shorten the duration of the attempt).

DMs typically listed are the CRUCIAL SKILLS and CRUCIAL CHARACTERISTICS. These DMs represent the skills and characteristics judged most crucial to task success. Other factors will influence the task DIFFICULTY LEVEL, rather than be used as additional DMs.

- **Crucial Skills:** Use the character's skill level as the DM.
- **Crucial Characteristics:** Use the character's characteristic plus or minus the DM (drop fractions; the DM range is 0 to 3).

**EXAMPLE:** A character with gravics-3 (skill DM of 3) and an education of 9 (characteristic DM of 1) would have a total DM of 4.

**TIME:** Indicates one-tenth of the average time required for the task attempt (successful or not). Roll 3D to determine the time duration; an average show of 3D is 10. Some tasks may have time limits, in which case the task duration is assumed to be INSTANT and the time duration roll is ignored. Other tasks may state ABSOLUTE with the time; in this case, the task always takes the stated amount of time and no time roll is made. To determine the actual duration of the task attempt, use the following method:

**UTP time period x (3D - DMs) (the absolute minimum is 3 time periods)**

**EXAMPLE:** A 3D roll of 15, minus a DM of 4 (as per the DM example) gives a modified roll of 11. For a UTP time period of 15 minutes, the task attempt is 165 minutes (2 hours, 45 minutes). The absolute minimum would be 3 time periods, or 45 minutes.

**WHAT TO DO WHEN THE TASK ATTEMPT FAILS**

If the task difficulty roll is not obtained, the task attempt is unsuccessful and has failed; roll on the failure table (table 2).

**ORDINARY TASK:** Roll 2D on the failure table.

**HAZARDOUS TASK:** Roll 3D on the failure table.

**FAILURE table results:**

1. The character failed the task, but can retry it again with no penalty check determination: the character failed the task, and must stay determined to try the task without penalty. Staying determined is a special task with a UTP of:

2. **DIFFICULT, end, int, endurance and intelligence combined represent a character’s force of will**

3. **REFEREE:** If successful at staying determined, the character can retry the task with no penalty.

4. **If not successful at staying determined, the character has two choices:**

   1. Retry the task immediately, but increase the difficulty one level
   2. Retry the task at no increase in difficulty by waiting ten times the actual duration of the failed task before retrying the task again.

**NOTES:** A FORM/DABLE task increased in difficulty becomes impossible, i.e. failure is permanent; no more retries are possible until circumstances change enough to allow a new UTP to be defined for the task.

**Jack-of-All-Trades skill** provides one free retry per level of skill (represents the character’s resourcefulness).

**mishap(2D):** The character failed the task; roll 2D on the mishap table (table 3). After correcting the effects of the accident, the task reverts to check determination, should a retry be desired.

**mishap(3D):** Same as mishap 2D, except roll 3D on the mishap table.

**MISHAPs**

If a mishap occurs from a roll on the failure table, roll the indicated number of dice (either 2D or 3D) on the mishap table (table 3).

**Mishap table results:**

1. **SUPERFICIAL (1D):** impose superficial damage on some device/device involved in the task, and/or 1D wounds to the character.

2. **MINOR (2D):** as above, except impose minor damage and/or 2D wounds.

3. **MAJOR (3D):** as above, except impose major damage and/or 3D wounds.

4. **DESTROYED (4D):** as above, except impose destroyed damage and/or 4D wounds.

**DAMAGE AND REPAIR**

When a vehicle/device is damaged, in the absence of detailed rules for diagnosis and repair:

1. Diagnose the problem. The standard diagnosis task is ROUTINE (uncertain); the referee must determine DMs and time.

2. Create a diagnosis success is established, a UTP for performing the repairs based on the damage level as per the table below:

**NOTES:** Repairs can be made without a successful diagnosis at an additional cost multiplier of 1D (just replace the entire assembly if you can’t figure out what’s wrong).

<table>
<thead>
<tr>
<th>Damage Level</th>
<th>Operate?</th>
<th>Repair Task (shop)</th>
<th>Repair Cost (shop)</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUPERFICIAL</td>
<td>Yes</td>
<td>SIMPLE 10% of new price</td>
<td></td>
</tr>
<tr>
<td>MINOR</td>
<td>No</td>
<td>ROUTINE 10x10% of new price</td>
<td></td>
</tr>
<tr>
<td>MAJOR</td>
<td>No</td>
<td>DIFFICULT 20% of new price</td>
<td></td>
</tr>
<tr>
<td>DESTROYED</td>
<td>No</td>
<td>FORM/DABLE 20x225% of new price</td>
<td></td>
</tr>
</tbody>
</table>

For repairs in the field increase the task difficulty one level.

For lack of tools increase the task difficulty one level.

For lack of spare parts increase the task difficulty one level. All difficulty increases are cumulative.

**SUPERFICIAL damage affects appearance, but not function.**

**Unarmed damage levels above SUPERFICIAL are added together.** Two MINOR damage mishaps become MAJOR damage. MINOR and MAJOR damage combined become DESTROYED.

If a device/device has MAJOR damage that was repaired in the field (not yet taken into the shop), any task using that object is automatically hazardous (high risk of another breakdown). This lasts until the original MAJOR damage is totally repaired in the shop.
Gazelle Class
CLOSE
ESCORT

20-ton
Gig / Lifeboat

Deck Plan Symbols

- Interior Wall and Bulkhead
- Sliding Door
- Maintenance Hatch
- Iris Valve
- Manual Hatch
- Overhead
- Floor
- Both Floor and Overhead

Scale in Meters

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Gazelle Class
CLOSE ESCORT

CE-13712 GAZELLE CE-3455762-300000-500004-0 MCr353.19 300 TONS.

Side View

SIDE VIEW SYMBOLS
- INTERIOR WALL AND BUILDING
- FLOOR AND CEILING
- MAINTENANCE ACCESS
- IRIS VALVE
- MANUAL HATCH
- Up or Down
- HINGED DOOR
- SLIDING DOOR

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Drawing by D.R. Greene